

## **MANIPULATING AN ON-SCREEN OBJECT USING ZONES SURROUNDING THE OBJECT**

### **Abstract of the Disclosure**

**[0116]** A user interface for manipulating objects of various types in a consistent manner. Each on-screen object is surrounded by a control region including a number of zones for performing various control operations on the object. Multiple input modes are available for interacting with the zones, allowing object manipulation commands to be initiated in several different ways, such as via stroke input, pressing a mouse button, double-clicking, menu selection, voice input, and the like. The user interface is operable using any of several different types of input devices.